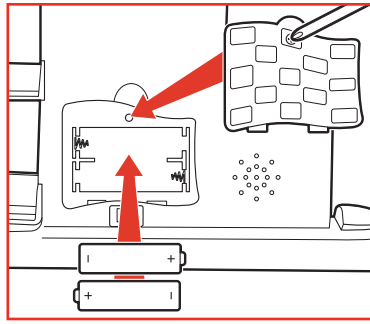


TO REPLACE BATTERIES

Use a Phillips/cross head screwdriver (not included) to loosen screw in battery compartment door. Remove door. Remove and discard old batteries. Insert 2 fresh "AA" or R6 size batteries. Alkaline batteries recommended. Replace door and tighten screw.



⚠ CAUTION: TO AVOID BATTERY LEAKAGE

1. Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions;
2. Do not mix old and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries;
3. Always remove weak or dead batteries from the product.

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries should be replaced by an adult.

⚠ CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert item correctly by matching the + and - polarity markings.
2. Do not mix old and new batteries or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short-circuit the supply terminals.
6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
7. **RECHARGEABLE BATTERIES:** Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. **DO NOT RECHARGE OTHER TYPES OF BATTERIES.**

FCC STATEMENT

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Consult the dealer or an experienced radio/TV technician for help.



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08189 P/N 6502290001



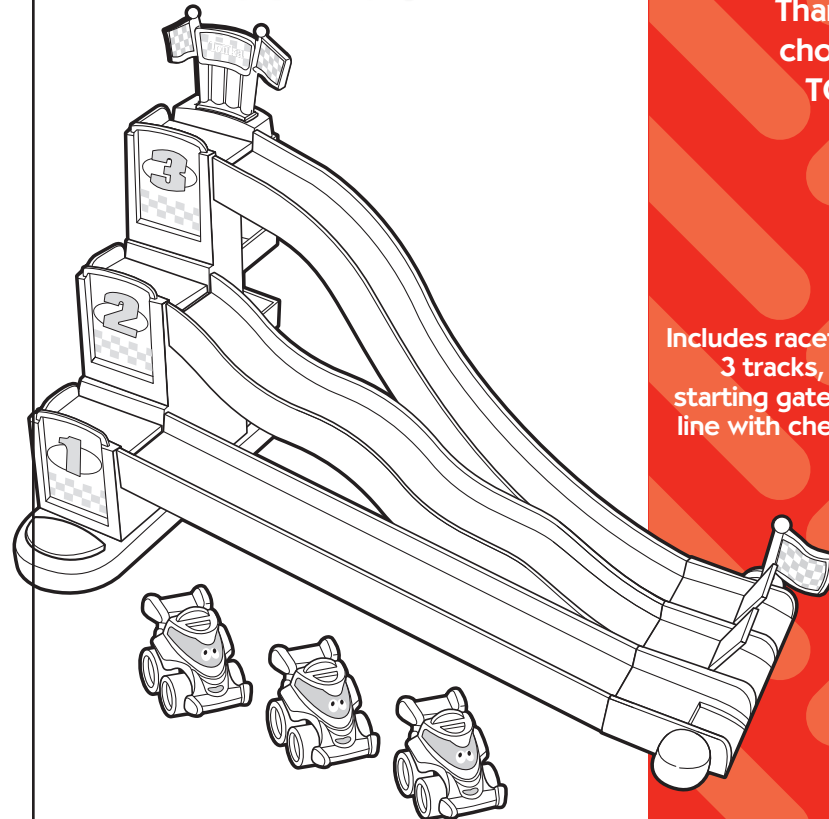
Questions? Call: 1-800-PLAYSKL

PLAYSKOOL

Tonka®

Wheel Pals®

Triple Track Tower™



OVER 18 MONTHS
08189

Thank you for
choosing this
TONKA toy!

Includes racetrack tower,
3 tracks, 3 racecars, 1
starting gate, and 1 finish
line with checkered flag.

x2 BATTERIES INCLUDED

1.5VAA or R6 size

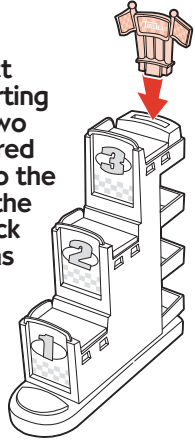
Replace with 2 x 1.5V "AA" or R6 size batteries.
Alkaline batteries recommended. Phillips/cross head
screwdriver (not included) needed to replace batteries.

**Adult Assembly
Required**

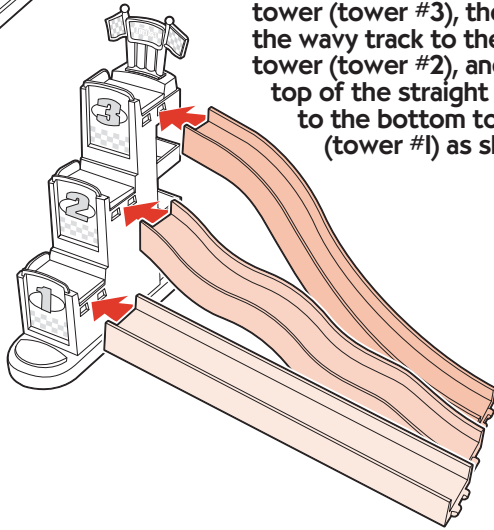
ASSEMBLY

Assembling the WHEEL PALS TRIPLE TRACK TOWER is easy! Just follow these steps:

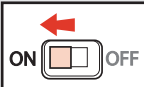
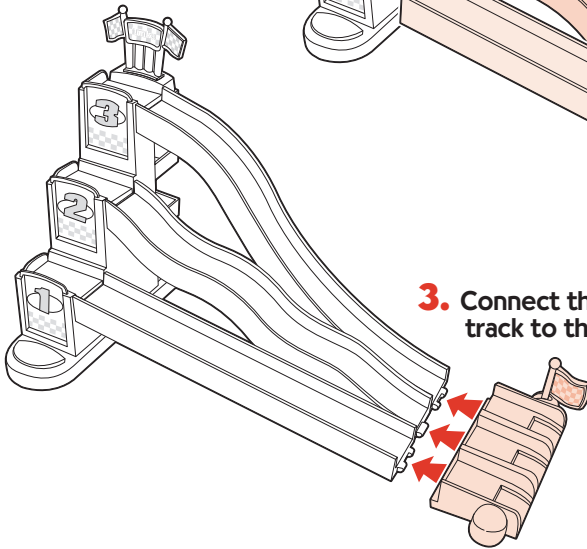
1. Connect the starting gate (two checkered flags) to the top of the racetrack tower as shown.



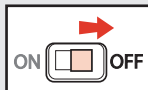
2. Connect the top of the curved track to the highest tower (tower #3), the top of the wavy track to the middle tower (tower #2), and the top of the straight track to the bottom tower (tower #1) as shown.



3. Connect the bottom of each track to the finish line as shown.



To enable play, be sure ON/OFF switch (located on side of playset) is in "ON" position.

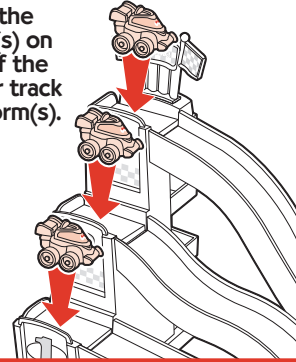


NOTE: Switch to "OFF" to shut down and conserve battery life.

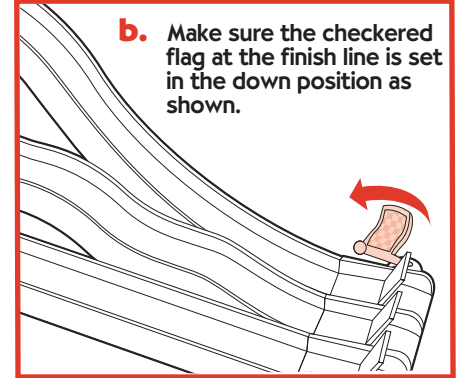
PLAY FEATURES

Here are a few suggestions for your new WHEEL PALS TRIPLE TRACK TOWER toy:

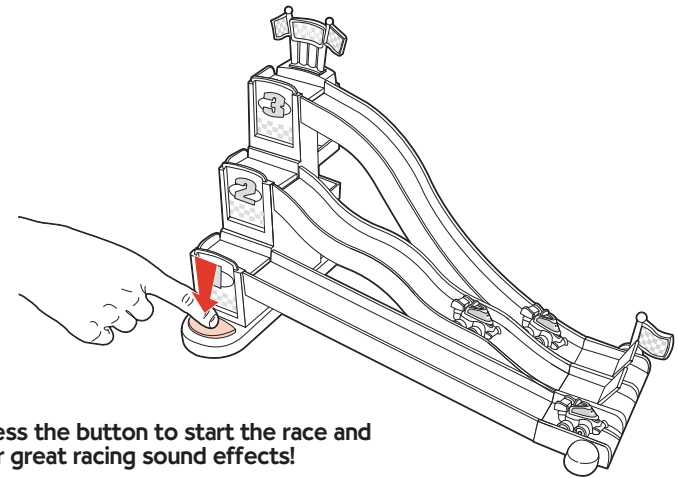
- a. Place the racer(s) on top of the tower track platform(s).



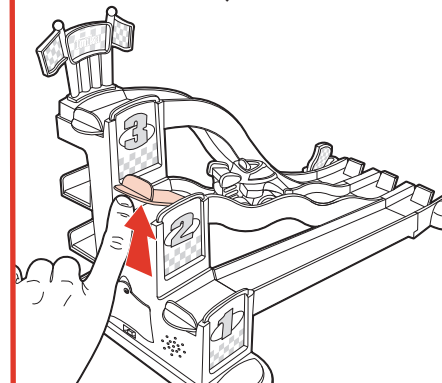
- b. Make sure the checkered flag at the finish line is set in the down position as shown.



- c. Press the button to start the race and for great racing sound effects!



- d. You can also lift the individual tabs on each track tower platform to start the racers manually (without sound effects)!



- e. Once you are finished racing, you can store each car on the back of the tower in the storage compartments as shown.

